BBC.1.
MONOCHROME
2317/9507

CAMERA SCRIPT 77

"DR. WHO" : "THE SPACE PIRATES" : EPISODE 1.

by
ROBERT HOLMES

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T.M.1.	PETER WINN
T.M.11.	DEREK MARTIN
SOUND SUP.	DAVID HUGHES
GRAMS. OP.	DAVID SILK
VISION MIXER ..	DAVID HANKS
CREW	THIRTEEN
FLOOR ASSISTANT ..	JOHN TURNER
ASSISTANT	MARIANNE WILLISON

RECORDING: FRIDAY, 21st FEBRUARY 1969 : 'D' LIME GROVE : 8.30 - 10.00 p.m.

STUDIO: 'D' LIME GROVE.

RECORDING NO.: VTM/6LT/49991 + Insert: 35M/6T/49991/A
Recorded: 9.30 - 10.00 p.m.

PROJECT NO.: 2317/9507

CAMERA REHEARSAL: FRIDAY, 21st FEBRUARY 1969 : 'D' LIME GROVE.

10.30 a.m. - 1.00 p.m.	REHEARSE (WITH T/K 38)
1.00 p.m. - 2.00 p.m.	LUNCH BREAK
* 2.00 p.m. - 7.00 p.m.	REHEARSE
7.00 p.m. - 8.00 p.m.	DINNER BREAK
8.00 p.m. - 8.30 p.m.	LINE-UP
8.30 p.m. - 10.00 p.m.	RECORD : VTM/6LT/49991. + INSERT : 35M/6T/49991/A. 9.30 - 10.00 p.m.

EDITING: SUNDAY, 23rd FEBRUARY 1969 : 1.30 p.m. - 5.30 p.m.

PLAYBACK: TUESDAY, 25th FEBRUARY 1969 : 5.15 - 5.45 p.m.

TRANSMISSION: SATURDAY, 8th MARCH 1969 : 5.15 - 5.40 p.m. : BBC.1.

*Photo-call at approx 3.45 p.m. + Set Photos.

CAST IN ORDER OF APPEARANCE

DERVISH	BRIAN PECK
CAVEN	DUDLEY FOSTER
GENERAL HERMACK	JACK MAY
MAJOR IAN WARNE	DONALD GEE
TECHNICIAN PENN	GEORGE LAYTON
LT. SORBA	NIK ZARAN
SPACE GUARD	ANTHONY DONOVAN
DR. WHO	PATRICK TROUGHTON
JAMIE	FRAZER HINES
ZOE	WENDY PADBURY

NON SPEAKING ARTISTS:

PIRATE GUARDS:	BILL RICHARDS EDWARD COGDELL
PIRATE GUARD + SPACE SUITED ..	LESLIE CONRAD JOHN CAESAR
SPACE CORPS TECHNICIANS	TERRY NELSON TOM SEGAL NEVILLE SIMONS
SPACE CORPS GUARDS	CLIVE ROGERS PETER ROY ALF COSTER

MUSIC COMPOSED BY
DUDLEY SIMPSON

SPECIAL SOUND BY
BRIAN HODGSON
BBC RADIOPHONIC WORKSHOP

SPECIAL EFFECTS DESIGNER
JOHN WOOD

MODELS MADE BY
MAGNA MODELS

MODELS FILMED BY
BOWEY GROUP

RUNNING ORDER : "DR. WHO" : SERIAL 'YY' :
"THE SPACE PIRATES" : EPISODE 1.

Page	Seq.	Shot	Description	Cams/Sound	Characters
1			TELECINE SEQ. 1: OPENING TITLES + BETA DART ARRIVES AT ALPHA ONE.	S.O.F. + M.1/2.	
1	1	1-3	INT. AIRLOCK	4A. 2B. C1. 2A.	DERVISH 2 SPACEMEN
2			TELECINE SEQ. 2: SPACEMEN ON BEACON	S.O.F.	
2	1A	4-10	INT. AIRLOCK	4A. C1. 2A.	CAVEN/ DERVISH 2 SPACEMEN
3			TELECINE SEQ. 3: BETA DART LEAVING. BEACON EXPLODES V.SHIP IN SPACE.	Opening Titles: 2 TELOJECTOR 35 mm. Slides. M.3. + S.O.F.	
3	1B	11-30	INT. V.SHIP FLIGHT DECK.	3A. 1B. A1. 1C. 2D.C. 1A. 4B. B1. + M.4. + Vidicon on Eidaphor : Radar Sweep.	HERMACK/ WARNE/PENN 3 TECHNICIANS
6			TELECINE SEQ. 4: BETA DART ARRIVES AT ALPHA 7.	M.4. + S.O.F.	
6	2	31-37	INT. AIRLOCK	4A. C1. 2A.	CAVEN/ DERVISH 2 SPACEMEN
8			TELECINE SEQ. 5: SPACEMEN ON BEACON	S.O.F.	
8	3	38-52	INT. V.SHIP FLIGHT DECK.	3A. 1E.C.D. A1. B1. 2E.F. 4A on Captions 1/2. + 35 mm. Slide: Planet Ta.	WARNE/PENN/ HERMACK TECHNICIANS.
12			TELECINE SEQ. 6: BETA DART LEAVING ALPHA 7.	S.O.F. + M.5.	
12	4	53-60	INT. V.SHIP FLIGHT DECK. + T/K 61 cont. on screen.	3A. 1C. A1. B1. 2E.F. 4A. on Animation 1.	PENN/WARNE/ HERMACK/ TECHNICIANS

RUNNING ORDER : "DR. WHO" : SERIAL 'YY' : EPISODE 1.

Page	Seq.	Shot	Description	Cams/Sound	Characters
13			TELECINE SEQ. 7: ALPHA SEVEN EXPLODES.		
13	5	61-76	INT. V.SHIP FLIGHT DECK. + T/K 7A : On Screen. BETA DART & SECTIONS LEAVING FRAME.	3A. 1E. A1. 1C. B1. 2D.E.F. 4A on Animation 2. + Caption 2.	PENN/WARNE/ HERMACK TECHNICIANS
RECORDING PAUSE					
17			TELECINE SEQ. 8: V.SHIP ARRIVES AT ALPHA FOUR.	M.6. + S.O.F.	
17	6	77	INT. AIRLOCK	C1. 4C.	SORBA/ 4 GUARDS WARNE.
18			TELECINE SEQ. 9: V.SHIP LEAVES ALPHA 4. ALPHA FOUR RECEDING	S.O.F. + M.7.	
18	7	78-83	INT. V.SHIP. + T/K Seq. 9 Cont. on Screen.		
RECORDING PAUSE					
19			TELECINE SEQ. 10: ALPHA FOUR &CLOSER INTO ONE SEGMENT.	S.O.F. + M.8.	
19	7A	84-85	BEACON COMPUTER BAY + OVERLAY : TARDIS MATERIALISES.	3C. 1X	
RECORDING BREAK					
20	8	86	INT. BEACON COMPANIONWAY	2G. B2.	SORBA GUARD.
20	9	87-93	INT. BEACON COMPUTER BAY	B2. 2H. 3D. A2. 1F.	DOC/JAMIE/ ZOE/SORBA
22	10	94	INT. BEACON CORRIDOR	1F. A2.	JAMIE/DOC/ ZOE.
23	11	95	INT. COMPUTER BAY	B2. 2H.	SORBA/ GUARDS
23			TELECINE SEQ. 11. BETA DART ARRIVES AT ALPHA FOUR	M.9. + S.O.F.	

RUNNING ORDER : "DR. WHO" : SERIAL 'YY' EPISODE 1.

Page	Seq.	Shot	Description	Cams/Sound	Characters
24	12	96	INT. BEACON AIRLOCK.	C1. 4C.	CAVEN/ DERVISH.
24	13	97	INT. BEACON CORRIDOR	B3. 3E.F.	DOC/ZOE/ JAMIE
24			TELECINE SEQ. 12: BURNER CUTTING THRU' HATCH.		
24	13A	98	INT. BEACON CORRIDOR	B3. 3F.	-do-
25	14	99-103	INT. BEACON COMPANIONWAY	3E. A3. 1H.	-do-
RECORDING BREAK					
26	15	104-106	INT. BEACON CORRIDOR	2J. B3. 3G	SORBA/GUARDS PIRATE GUARDS/ CAVEN
27	16	107-112	INT. V.SHIP FLIGHT DECK	1C. A1. 4D.(under 2's cable) C2.	HERMACK/ WARNE/PENN/ TECHNICIANS
28	17	113-116	INT. BEACON CORRIDOR	2J. B3. 3G.	CAVEN/SORBA/ DERVISH/ SPACE GUARDS/ PIRATE GUARDS
RECORDING PAUSE					
29	17A	117	INT. BEACON CORRIDOR (CONT)	2J. B3.	-do-
29	18	118-123	INT. V.SHIP FLIGHT DECK.	C3. 1J. 4E.	WARNE/PENN HERMACK/ TECHNICIANS
30	19	124-132	INT. BEACON CORRIDOR	2J. B3. 3G.	SORBA/CAVEN/
31			TELECINE SEQ. 12A: LOCK WELDING.		
31-32	19A	133	INT. BEACON CORRIDOR (CONT)	2J. B3.	-do-
RECORDING PAUSE					

RUNNING ORDER : "DR. WHO" : SERIAL 'YY' EPISODE 1.

Page	Seq.	Shot	Description	Cams/Sound	Characters.
32	20	134	INT. COMPANIONWAY	A3. 3H.	JAMIE/DOC/ ZOE.
33			TELECINE SEQ. 13: SPACEMEN ON BEACON		
33	21	135-139	INT. COMPANIONWAY	2K. A3. 3H.	-do-
RECORDING BREAK					
34			TELECINE SEQ. 14: BETA DART LEAVING ALPHA FOUR		
34	22	140-144	INT. V.SHIP FLIGHT DECK	1D. 2D. C3. 4A.	PENN/WARNE/ HERMACK/ TECHNICIANS
35			TELECINE SEQ.15: ALPHA FOUR BEGINS TO BREAK UP.		
35	23	145	INT. COMPANIONWAY	3J.	ZOE/DOC/ JAMIE
35		146	ROLLER CAPTION	4A + M.10. + 2 Slides.	

TECHNICAL REQUIREMENTS

CAMERAS: 1, 2 & 4 : PEDESTALS.
CAMERA: 3 : MOLE RICHARDSON CRANE.

VIDICON CAMERA ON RADAR SWEEP with CAPTIONS OVERLAYED TO EIDAPHOR AND DECK MONITOR.

5 x 35 mm. TELOJECTOR SLIDES.

ANIMATED CAPTIONS:

1. 'BETA DART' leaves 'ALPHA 7' (P.12 in script)
2. 'ALPHA 7' flickers out : 'BETA' remains. (P.14 in script)

STRAPEASEL CAPTIONS:

1. 4 BEACONS (P.8 in script)
2. 'BETA DART' at ALPHA 7. (P.10 in script)
3. 8 FRAGMENTS WITH 'BETA' (P.14 in script)

ROLLER CAPTION.

1 ROLLER CAPTION MACHINE./STRAPEASEL

1 EIDAPHOR MACHINE.

T/K 38 : 35 mm. FILM : FROM 10.30 a.m.

3 BOOMS/TAPE/DISCS/

SMOKE MACHINE/4 FLOOR MONITORS.

"DR. WHO" : "THE SPACE PIRATES"
by ROBERT HOLMES
Episode 1.

1 A
AMPEX CLOCK

/RUN T/K 38/

F/U:

TELECINE SEQ. 1:
"DR. WHO" :
STANDARD
OPENING TITLES.

/S.O.F./

FADE TO BLACK

FADE UP:

/+ M.1./

THE BEACON : ALPHA ONE
IN SPACE

THE BETA DART DOCKS
AT THE BEACON

/X Fade
M.2 : Pirates/

/4A. 2B. C1. 2A./

1. 2 A 35 / 1. INT. AIRLOCK /C1/
LS AIRLOCK

/GO PRESSURE/ (EMPTY AIRLOCK

/F/X 1:
PRESSURE
BUILD/

2. 4 A 8 /
CU PRESSURE
GUAGE

PRESSURE GUAGE
MOVES UP

T/K KEEP
RUNNING:
16"
LEADER.

/GO HATCH 1/

/F/X 2: HATCH
OPENS/

3. 2 A /
LS AIRLOCK.
HOLD ACTION
AS DERVISH
AND 2 MEN
COME IN.
CRAB L. TO B.
PANNING THEM
R. AS THEY
EXIT INTO BEACON.

DERVISH AND TWO
MEN COME THROUGH
WITH BOXES. THEY
CROSS TO OTHER HATCH.
DERVISH OPERATES A
SWITCH. IT OPENS.
THEY GO THROUGH INTO
BEACON.

/F/X 2: Hatch
Opens/

MIX:

TELECINE SEQ. 2:

/S.O.F./

TELECINE SEQ. 2 (CONT.)

TWO SPACESUITED FIGURES ARE FLOATING EFFORTLESSLY ACROSS ITS SURFACE AND PAUSING TO ATTACH MAGNETIC CHARGES TO THE HULL.

THEY ALSO CLAMP A ROCKET PROPULSION UNIT TO THE BEACON.

END OF T/K SEQ. 2.

/4A. C1. 2A./

4. 4 A 24 /1A. INT. AIRLOCK. /C1/
SINGLE CAVEN.

(CAVEN, THE PIRATE LEADER ENTERS THE AIRLOCK.)

PAN HIM R. INTO AIRLOCK.

5. 2 A 16 /
MCU CAVEN

CAVEN: (CALLING) Dervish....?

6. 4 A 24 Dervish! /
2-s.: CAVEN/ DERVISH.

(DERVISH COMES BACK INTO THE AIRLOCK)

DERVISH: We've just about finished.

PUSH IN TO SINGLE DERVISH AS CAVEN TURNS TO GO.

CAVEN: About time.

DERVISH: My men are just coming back - we'll detonate by radio beam. /

7. 2 A 16
MCU CAVEN

8. 4 A 35 CAVEN: Right! Hurry it up. /
/RUN T/K 38/
4-s.: CAVEN/ DERVISH/ 2 MEN.

(TWO SPACESUITED MEN APPEAR FROM THE BEACON AS CAVEN GOES. THEY FOLLOW WITH DERVISH. /
THE DOORS CLOSE : PRESSURE GUAGE DROPS BACK.

/GO HATCH L/ /F/X 3/

HOLD ACTION AS THEY EXIT L.

/GO HATCH 2/ /F/X 3/

9. 2 A 24 /F/X 4/
SHOT OF DOOR AS IT CLOSES.

10. 4 A /GO PRESSURE DOWN/
CU GUAGE

MIX:

TELECINE SEQ. 3: /S.O.F./

TELECINE 3: Model Shot

Ext. The Beacon: (4 to B)

(Reverse of Telecine 1)

The black dart shaped SPACESHIP detaches itself from the BEACON and goes out of frame.

/X FADE/ /INTO F/X 5/

A pause: then the BEACON explodes into segments: the picture goes to peak white.

/STOP F/X 5./ /OVER EXPLOSION/

S/I SLIDE A1: "THE SPACE PIRATES"

FADE SLIDE

/M.3./ /SPACE CORPS./

MIX INTO

S/I SLIDE B1:

by
ROBERT HOLMES

FADE SLIDE

[illegible]. A SPACE SHIP is heading towards us. It is moving on a diagonal course, so that we see it in THREE QUARTER VIEW. It is an impressive looking craft: The six deck-ribbings give some idea of its size. As it moves in nearer the 'Striking Eagle' insignia on its nose-cone and a white-painted number - V 41/LO - indicate that this ship has a military function.

/VIDICON ON EIDAPHORE/ /RADAR SWEEP/

END OF T/K SEQ. 3.

X FADE : INT.V.SHIP Keep throughout.

/3A. 1B. A1. 1C. 2D.C. 1A. 4B./

MIX:

11. 1 A 35 /1B. INT. V.SHIP FLIGHT DECK. /A1/B1/
LS X f/g
Stuff.
See HERMACK L.
PENN R.
Find WARNE.

(3 next)

11. 1 A cont.

(THIS IS ARRANGED IN TWO TIERS.

UNIFORMED SMALL COMMS TECHNICIANS MAN THE COMPLEX BANKS OF MACHINERY ON THE LOWER LEVEL.

CRAB L.
AS WARNE Xs
to 2-s.: WARNE/
PENN.

CRAB ON L.
IN FRONT OF HIM
TO POS. B.
PAN HIM L.
ON TO STAIRS.

THEN CRAB R.
TO POS. C.
TO L/A 2-s.:
WARNE/HERMACK.

ON THE UPPER TIER ('THE BRIDGE') GENERAL HERMACK SITS ALONE. HE WEARS A WELL-PRESSED WHITE DRILL UNIFORM. ONLY HIS RANK BADGES THE TWO SPACE CAMPAIGN MEDALS ON HIS CHEST, AND HIS BROODING AIR OF RESPONSIBILITY SET HIM APART. HE IS A MAN OF ABOUT FIFTY, STRONG-FEATURED, AND WITH CLOSE CROPPED IRON GREY HAIR. HE IS TOYING THOUGHTFULLY WITH A SMALL PLASTIC CYLINDER.

THE HATCH AT THE BACK OF THE BRIDGE MOVES ASIDE AND THE GENERAL'S A.D.C. COMES THROUGH. HE SALUTES DESPITE LACKING HEADGEAR. WARNE IS A WELL-BUILT MAN OF AROUND THIRTY).

12. 3 A 16
H/A MCU
HERMACK.

WARNE: You sent for me sir?

13. 1 C 24
L/A 2-s.:
WARNE/HERMACK

HERMACK: Yes - any information on that beacon signal yet, Ian?

WARNE: No sir, - just picked up. There's been no response to the secondary emergency circuits either.

14. 3 A 8
CU HERMACK

HERMACK: (THOUGHTFULLY) No,.....there wouldn't be.

15. 1 C 16
L/A : SINGLE
WARNE.

(3 next)

15. 1 C 16 cont.

WARNE: (PUZZLED) Sir?

HERMACK: What d'you think has happened to that beacon?

WARNE: Difficult to say - probably failure in the solar energy store or.....

16. 3 A 35
2-s.: WARNE/
HERMACK.

HERMACK: No - the emergency power would operate and we'd get a mayday signal.

17. 1 C 8
MCU WARNE.

WARNE: Well.....

(HE LOOKS AT HERMACK GUESSING THAT HIS SUPERIOR HAS AN IDEA).

18. 3 A 8
CU..
HERMACK.

WARNE: You don't think this is a mechanical failure ?

HERMACK: (SHAKING HIS HEAD) No. No, I don't. Those beacons are practically foolproof.

(SILENCE. HERMACK DEEP IN THOUGHT. WARNE WAITS RESPECTFULLY. HERMACK COMES TO A DECISION)

18A. 1 A
MCU WARNE

HERMACK: Yes - I must be right!

18B. 3 A 8
CU HERMACK

WARNE: Sir ?

(1 next)

ON TO PAGE 5A

18B. 3 A cont.

HERMACK: Argonite! These beacons are constructed almost entirely of argonite.

19. 1 C 24
2-s.: WARNE/HERMACK

PUSH IN TO SINGLE HERMACK AS HE SPEAKS

WARNE: Of course. What's your decision?

(HE LEANS FORWARD FLICKS A SWITCH AND PICKS UP A MICROPHONE).

Attention all personnel. This is General Hermack. Your 'V' ship is now fifty days and many billions of miles out from earth. You are entering the fourth sector of our galaxy. In this sector for some time now, Earth Government has been aware that an organised band of criminals is roaming the spaceways and preying on defenceless cargo ships.....

20. 3 A 35
H/A GROUP SHOT: WARNE L. of frame.

21. 4 B 24
3-s.: MAN/PENN/MAN at controls.

(THROUGH THIS SPEECH WE CUT FROM FACE TO FACE AS THE LISTENERS, INCLUDING THE TECHNICIANS ON THE LOWER DECK, REACT TO WHAT HE IS SAYING)

The main target of these pirates is argonite, the most valuable mineral known to man and so far found only on the planets of the fourth sector. A Government space-beacon marking the approach to the planet of New Saruh has ceased transmitting its navigation signals. These beacons, as you know, are constructed of argonite.....

22. 2 C 8
CU PENN

23. 1 C 24
GROUP SHOT: MEN & SORBA listening.

PAN L. with SORBA to L/A 2-s.: HERMACK/SORBA.

(HE PAUSES, LETTING THE POINT SINK HOME).

PUSH IN PAST SORBA TO CU HERMACK.

HERMACK: It's my belief that these criminals are now attacking the Government navigation beacons, and plundering the argonite.

(3 next)

23. 1 C 24 cont.

24. 3 A 8
CU WARNE

25. 2 C 8
CU HERMACK

26. 1 C 24
H/A 2-s.:
WARNE/HERMACK.
PAN R. AS WARNE Xs to desk and HERMACK sits.
2-s.:
HERMACK/WARNE see desk top.

HERMACK: (CONT). There can be no other explanation for its failure./ This being the case, I have decided to abandon our present mission/and investigate the failure of this beacon in the New Sarum Sector./ I want all section commanders on the bridge at twenty hundred hours./Resume normal duties until then. (Sector 3 solar time.)

(HE CUTS OUT THE SPEAKER.

WARNE IN PUNCHED A BUTTON TO LIGHT UP A CHART UNDER A TRANSPARENT TOPPED NAVIGATION TABLE)

/STANDBY T/K 38/

WARNE: There are eighteen space-beacons scattered across this sector sir.

HERMACK: Seventeen, Ian - until the one at New Sarum's replaced.

WARNE: Seventeen. And they're millions of miles apart.

(HERMACK JOINS HIM AT THE TABLE)/

27. 2 D 16
MCU HERMACK.

How can we tell which one the pirates are likely to pick off next?

28. 1 C 24
2-s.: HERMACK/WARNE

HERMACK: We can't./

WARNE: Exactly,sir. The chances are seventeen to one against us being in the right spot at the right time./

/RUN T/K 38/

29. 3 A 16
HERMACK's HAND.
DETAIL OF CHART

HERMACK: With our speed I think we can cut those odds a bit./ There are four beacons over here in the Pliny solar system/....That's where we'll start our patrol.

30. 1 C 8
~~C.2-s.:~~
HERMACK/WARNE

/M.4. : PIRATE MUSIC/

TELECINE SEQ. 4.

/S.O.F./

(2 to A)
(4 to A)

(2 next)

BETA DART ARRIVES AT ALPHA SEVEN.

The beacon in space.

A black, dart-shaped SPACESHIP curves into the picture and circles the BEACON. It's retro-rockets flare and the SHIP delicately loses speed and docks delicately alongside the BEACON.

WE TRACK IN CLOSE and see a sort of conning tower slide from the SPACESHIPS'S HULL and connect with the airlock on the BEACON.

END OF T/K SEQ. 4.

/GO PRESSURE/

/4A. C1. 2A.G./

31. 2 A 24 / 2. INT. AIRLOCK. /C1/

MCU PRESSURE GUAGE: (3")

/Fx 1:Pressure/

/GO DOOR/

PAN L. TO DOOR : IT OPENS.

HOLD ACTION AS CAVEN COMES IN FOLLOWED BY DERVISH AND 2 MEN. THEY X CAVEN.

HOLD 2-s.: CAVEN/DERVISH.

(WE HEAR THE SUCKING HISSING NOISE AS THE CIRCULAR HATCH SLIDES OPEN ON ONE SIDE OF THE CHAMBER. /Fx.2: Hatch Opens./

WE HEAR THE SOUND OF AIR JETTING INTO THE CHAMBER AND A PRESSURE METER IN THE WALL RECORDS THE CHANGE.

THE BLANK STEEL WALL BEHIND THE HATCH NOW SLIDES BACK AND CAVEN ENTERS THE AIR LOCK.

(4 next)

31. 2 A 24 cont.

DERVISH IS THIN AND TALL AND BALD. HE CARRIES NO WEAPONS.

BEHIND THESE TWO - NOT IMMEDIATELY - COME TWO ENGINEERS CLAD IN SPACESUITS AND CARRYING BOXES OF EQUIPMENT)

CAVEN: (IMPATIENT) Come on! Speed it up!

PUSH IN TO L/A C. 2-s.

DERVISH: Caven, I don't like this.

CAVEN: I'm not asking you to like it, Dervish. Just get those scissor-shots in position.

32. 4 A 16
L/A MCU DERVISH.

DERVISH: If w attack any more of these beacons we'll have the whole darned Space Corps in this sector! Interstella

33. 2 A 24
L/A C.2-s.: CAVEN/DERVISH.

CAVEN: Listen, as of this minute the Space Corps has its hands full of trouble - brushfire wars in 3 different sectors. There's never been a better time for getting rich!

PAN DERVISH R. PAST 2 MEN.

GO HATCH

3-s.: 2 MEN/ DERVISH.

(DERVISH SHRUGS. HE OPERATES A WHEEL SET IN ONE BULKHEAD AND OPENS A PANEL INTO THE BEACON. HE SIGNALS THE TWO ENGINEERS THROUGH)

Fx.2 Hatch Opens

2 MEN STEP THRU' HATCH : MAKE 2-s.: CAVEN/DERVISH, AS HE STEPS IN.

DERVISH: All right, boys. We'll place four shots along the main axle and then attach repeaters round the hull.

(THE TWO SPACESUITED MEN CLAMBER THROUGH.

CAVEN STOPS DERVISH AS HE IS ABOUT TO FOLLOW)

STANDBY T/K 38

(4 next)

33. 2 A 24 cont.

CAVEN: You're a good engineer, Dervish. Just do your job and leave me to worry about the Space Corps./

34. 4 A 8
CU DERVISH.

DERVISH: Okay. But I spent ten years working for Earth Government -/

35. 2 A 24
C.2-s.:
CAVEN/DERVISH.

CAVEN: You should've stayed with 'em. You'd have got a pension./

36. 4 A 8
CU DERVISH.

(2 to G fast)

DERVISH: Attacking government property is the one crime they make sure never pays./

37. 2 G 24
2-s.:
CAVEN/
DERVISH.

/RUN T/K 38/

HOLD SHOT AS THEY X INTO BEACON.

CAVEN: (SLAPPING BULKHEAD) Sixteen hundred tons of pure argonite pays all right, Dervish. To me, this is like a floating bank-roll.

(HE GUFFAWS WITH LAUGHTER.

(4 to Caption)

DERVISH STEPS THROUGH INTO THE BEACON, AS CAVEN FOLLOWS, STILL LAUGHING:)

TELECINE :

/S.O.F./

Ext. The Beacon.

TWO SPACESUITED FIGURES are floating effortlessly across its surface and pausing to attach magnetic charges to the hull.

NEW ANGLE:

TWO SPACESUITED ENGINEERS are clamping a rocket propulsion unit to the hull of the BEACON.

END OF T/K SEQ. 5.

S/I VIDICON CAMERA (Radar Sweep) OVER 4's OUTPUT (Shot 38) AND FEED TO EIDAPHORE AND FLOOR MONITORS.

CAPTION 1: 4 BEACONS ON CAM. 4.

LIFT DOOR CLOSED

/3A. 1E.C.D. A1. B1. 2E.F. + 4A : Caption/

/F/X Int. FLIGHT DECK/

38. 4 A
Caption 1:
MCS 4 BEACONS.
(For Eidaphore & Floor Mons.)

3. INT. V-SHIP FLIGHT DECK.

(WARNE IS MOVING ACROSS THE LOWER SECTION OF THE FLIGHT DECK. HE STOPS BY ONE OF THE OBSERVERS)

39. 1 D 24
2-s.: WARNE/
PENN.
See Eidaphore Screen.

(2 next)

39. 1 D 24 cont.

WARNE: What range are the forward scanners set for, Penn?

PENN: Fifteen hundred, sir.

WARNE: Re-set them at two thousand.

CAM.4. ZOOM OUT TO LS : CAPTION.

PENN: Very good, sir.

WARNE: And remember to keep a sharp eye on the screens. There are a lot of rogue asteroids in the Pliny system.

PULL BACK TO POS. C. PANNING WARNE L. HOLD HERMACK AS WARNE PASSES HIM.

(HE GOES UP THE SHORT COMPANION-WAY TO THE BRIDGE WHERE HERMACK IS SITTING AND TALKING INTO A HANDPHONE)

FIND WARNE IN 2-s. AS HE ARRIVES ON BRIDGE. HOLD 2-s.: WARNE/HERMACK.

HERMACK: One thing more. Make sure the minnow-ships are fully fuelled and put the detonation heads on their missiles. Report back as soon as that's done.

(HE PUTS THE HANDPHONE DOWN AND LOOKS AT WARNE)

WARNE: We're approaching the Pliny system now, General. We've made scanner contact with all four beacons. They're functioning normally.

CRAB L. to POS. E. AS HERMACK RISES & Xs. HOLD L/A 2-s. WARNE/HERMACK.

HERMACK: Good.

(HE GETS UP AND GOES TO THE CHART TABLE)

CAPTION SCANNER: SLIDE A2: PLANET 'TA'.

This planet, Ta, Is the main one in the system./ We'll orbit here for a few weeks and see what happens.

40. 2 E 16

C.2-s.: WARNE/HERMACK.

WARNE: So that's Ta! /

HERMACK: You've heard of it?

/CHANGE CAPTION ON CAM.4 TO (2). 'BETA DART' AT 'ALPHA 7'.

(1 next)

40. 2 E 16 cont.

WARNE: It's the headquarters of the Issigri Mining Company - the most productive argonite planet in the entire galaxy.

41. 1 E 8
CU HERMACK

HERMACK: (NODS) Madelaine Issigri has built quite a place there - which is one reason for basing ourselves in the Pliny system.

42. 2 E 8
CU WARNE

(A BEAT)

43. 1 E 8
CU HERMACK

WARNE: Why is that a reason, sir?

HERMACK: If we're out here long, Ian, the men will need somewhere for rest and recreation. Deep space sickness is the one thing we can't chance.

44. 2 E 24
2-s.: WARNE/ HERMACK.

PAN WARNE R. TO CHAIR.

PENN: (CALLS) Major Warne!

(WARNE CROSSES THE BRIDGE)

45. 1 E 16
MCU PENN

WARNE: What is it, Penn?

/OPEN LIFT DOOR/

46. 2 E 16
MCU WARNE
(1 to C)

PENN: I've got a contact, sir, at Beacon Alpha Seven!

WARNE: Hold on it ... Any identification?

47. 1 C 24
SINGLE HERMACK.

MAKE 2-s.: AS HE SITS : HERMACK/WARNE.

(2 to F)

PENN: No, sir. Too far away.

(HERMACK HAS COME UP BESIDE WARNE.

THE TWO OFFICERS A STARE DOWN AT THE SCREEN IN FRONT OF PENN)

PUSH IN TO CU HERMACK AS WARNE LEAVES.

(2 next)

HERMACK: It's a spaceship right enough. Check flight information, Ian - see if anything should be out there.

47. 1 C 24 cont.

WARNE: Right, sir.

(HE PICKS UP THE HANDPHONE. WE LOSE HIM)

48. 2 F 24
3-s.: MAN/PENN/MAN

HERMACK: Change course for Beacon Alpha Seven./

(TWO OF THE TECHNICIANS ADJUST THE CONTROLS ON THEIR COMPUTER PANELS./

49. 1 C 16
CU HERMACK.

HERMACK HAS CROSSED BACK TO THE SPEAKER. HE FLICKS IT ON)

50. 3 A 24
SINGLE HERMACK AS HE SWINGS CHAIR.

MAKE 2-s. AS WARNE Xs f/g to WARNE/HERMACK.

/STANDBY T/K/ /38/

Bridge to power-room. Give me ten seconds' main boost./

/F/X 6./ /GO 10" MAIN/ /BOOST./

(THE LOW HUMMING THAT IS A PERMANENT BACKGROUND SOUND EFFECT ON THIS SET RISES TO A HIGH WHINE FOR TEN SECONDS AND THEN DROPS BACK TO ITS NORMAL LEVEL.

WARNE COMES BACK TO HERMACK WHO HAS RETURNED TO STARE AT THE SCREEN AGAIN)

WARNE: According to flight information, sir, there should be no ships in the area for the next seventeen days.

(1 next)

(On to page 12)

50. 3 A 24 cont.

HERMACK: So whoever they are, they haven't reported to central flight information ... /

51. 1 C 24
3-s.: MONITOR/ WARNE/HERMACK

/RUN T/K 38/

WARNE: Do you think it's the pirates, sir?

HERMACK: It could be. Though some of these commercial flights don't always like to report their whereabouts for reasons of their own.. / Anyway, we'll soon know.

52. 3 A 8
CU HERMACK.

/M.5 : PIRATES/

TELECINE 6:

/S.O.F./

BETA DART LEAVING ALPHA SEVEN:

The pirate ship detaches itself from the Beacon and floats off.

/OPEN LIFT/

/CHANGE CAPTION TO/ ANIMATION 1. ON CAM.4./

END OF T/K SEQ. 6.

/GO ANIMATION/ : 'BETA DART' LEAVES 'ALPHA 7'/

/3A. 1C. A1. B1. 2E.F. + 4A on Caption/

53. 3 A 16 / 4. INT. V-SHIP FLIGHT DECK.
3-s.: HERMACK f/g.
PENN/
Eidaphore b/g.

/F/X : V. Ship Int./

(PENN REACTS, STARES MORE CLOSELY AT THE SPECKS OF LIGHT ON THE SCREEN IN FRONT OF HIM)

PENN: She's backing off, sir!

HERMACK: Keep track of that ship!

PENN: She's moving away quite fast, sir. /

54. 1 C 16
2-s.: HERMACK/ WARNE

WARNE: Got a good turn of speed for a commercial.

HERMACK: Is Beacon Alpha Seven still funcioning? /

55. 2 F 8
CU PENN

PENN: Yessir. Strong signal now. /

56. 1 C 16
2-s.: HERMACK/ WARNE

(3 next)

/STANDBY T/K 38/

RG

56. 1 C cont.

HERMACK: (RELIEVED) Well, that's something.

WARNE: Maybe they were picking up some emervency supplies, sir? Some of these beacons hold medical kits and reserve oxygen. /

57. 3 A 16
2-s.: HERMACK/ PENN.

PENN: Sir, there's another signal coming in now... It's a U.H.F. /

58. 1 C 8
CU WARNE
/RUN T/K 38/

WARNE: (REACTS) U.H.F.! That's reserved for demolition teams... /

59. 2 F 8
SINGLE HERMACK

60. 3 A 16
2-s.: HERMACK/ PENN.

HERMACK: Put it on audio! /

PENN: Yessir!

(HE MOVES A SWITCH AND THE CLIGHT DECK IS FILLED WITH A HIGH-PITCHED WARBLING LIKE A CASTRATED SIREN.

CUT)

F/X 5: (As F/X 1 on film) Castrated Siren.

TELECINE 7:

ALPHA SEVEN EXPLODES.

The warbling radio signal carries over from the previous scene.

We move in close to the Beacon and see one of the magnetic charges attached to the hull suddenly implode.

The Beacon breaks up into segments, like a bar of chocolate ...

END OF T/K SEQ. 7.

/CHANGE ANIMATION TO 2. ON CAM.4./
/'ALPHA 7' flickers out 'BETA' remai
for scene 5:

CAM. 4 & VIDICON OUTPUT TO THREE POINTS:

1. EIDAPHORE.
2. MONITOR ON PENN'S DESK.
3. MONITOR ON BRIDGE.

T/K TO BE MIXED TO BRIDGE MONITOR ONLY WHILE OTHER TWO SHOW ORIGINAL OUTPUT.

[illegible]

/3A. 1E. A1. 1C. B1./
/2D.E.F. 4A on Animation 2/

61. 3 A 8 / 5. INT. V.SHIP FLIGHT DECK. /A1/B1/
SINGLE PENN
(2 next)

61. 3 A 8 cont.

PENN: Alpha Seven's broken up, sir!

(THE WARBLING SIGNAL STOPS SUDDENLY)

62. 2 F 8
SINGLE HERMACK.

HERMACK: (FURIOUS) Right under our noses!

/GO ANIMATION 2/

63. 1 C 24
2-s.: PENN/ SCREEN.

(ON THE SCREEN IN FRONT OF PENN THE FLICKERING BEACON SIGNAL DIES AWAY)

PENN: Lost the beacon, sir. No more signals.

64. 2 F 16
2-s.: HERMACK/ WARNE.

WARNE: There won't be. It's probably in a dozen separate bits.

HERMACK: Penn, hold the contact with that pirate ship!

PENN: Yessir.

HERMACK: At least we can make sure they don't get away. Give me a projected arrival time.

/RUN T/K 38/

T/K CHANNELLED TO BRIDGE MONITOR: MIX IT TO BRIDGE MONITOR.

(WATNE WORKS A COUPLE OF POINTERS)

WARNE: Three hours, sir. I wonder if we can get a visual of them on the bridescanner?

65. 1 C 24
2-s.: HERMACK/ WARNE.

CRAB L. TO POS. E. WITH WARNE AS HE Xs to Monitor.

(HE FLICKS ON THE BRIDGE SCANNER SCREEN AND TURNS IT LIKE A TELEVISION SET, GRADUALLY BRINGING THE BLACK DART OF THE PIRATE SHIP INTO FOCUS. THE BROKEN DEBRIS OF THE SPACE BEACON CAN BE SEEN FLOATING AROUND IT)

CUT TO T/K
SEQ. 7A:
DART & SECTIONS LEAVING FRAME.
(1 to E)

There she is, sir.../and there's what's left of the beacon.

CHANGE ANIMATION TO CAPTION 3: 8 FRAGMENTS WITH 'BETA'

66. 3 A 8
CU HERMACK

(1 next)

66. 3 A cont.

(HERMACK NODS WITH SATISFACTION)

HERMACK: We've got them cold, Ian! We'll be on them long before they've salvaged all that scrap./

67. 1 E 24
3-s.: WARNE/ MONITOR/HERMACK.

WARNE: So long as they don't spot us approaching, sir. That ship looks fast.

/GO INTERFERENCE/

HERMACK: They don't even suspect we're in the area... What's wrong with that scanner?

CAM. 4: SLOW ZOOM OUT AND PAN DIAGONALLY DOWN L.

(WARNE IS CONSTANTLY ADJUSTING THE CONTROLS. TRYING TO HOLD THE PICTURE)

68. 3 A 16
3-s.: HERMACK/ PENN/EIDAPHORE.

WARNE: We seem to be losing visual contact ./.

PENN: The ship's moving away, sir.

PUT VIDICON AND CAM. 4. OUTPUT BACK ON BRIDGE MON.

HERMACK: What?

PENN: Just started to go ... and the beacon debris is moving, too, sir!

HERMACK: Keep that contact, Penn!

(A BEAT)

PENN: It's no good, sir. She's going fast... moving out of range.../

69. 2 E 24
2-s.: HERMACK/ WARNE

PUSH IN TO POS. D.

HERMACK: She must have twice our speed.

WARNE: The minnows could hold on to her.

FADE CAM. 4.

HERMACK: Not at this distance. They haven't the fuel.

(1 next)

69. 2 E 24 cont.

PENN: Lost contact, sir.

HERMACK: Hold this course. Keep searching.

70. 1 C 16
C.2-s.:
HERMACK/WARNE

WARNE: They must have attached rocket units to the sections of the beacon, sir, they way they moved off.

71. 2 D 8
CU HERMACK

HERMACK: Yes, they're well organized. Cut the beacon into manageable sections with scissor-charges and then shoot the bits off to some pre-arranged collection point. Clever.

72. 1 C 24
C.2-s.: HERMACK/
WARNE

Hold Hermack as he rises to 2-s.: HERMACK/WARNE.

WARNE: And quick. It cuts down the time they're at risk and they can burn out the argonite at their leisure.

HERMACK: Ian, we've got to re-think our tacktics. We're never going to catch them by normal patrol methods.

73. 2 D 8
CU HERMACK

WAREN: What else can we do, sir?

HERMACK: Man the beacons.

WARNE: Man them? You mean ...

HERMACK: It's the only answer. We'll drop small parties, four or five men, at each beacon. We'll leave them rations and supplies for two months. All these MarkV beacons were designed as emergency survival stations.

74. 1 C 8
CU WARNE

WARNE: Yes, but I don't think anybody's ever tried living on them, sir. They're pretty primitive.

75. 2 D 24
2-s.: HERMACK/
WARNE.

Hold Hermack as he sits.

HERMACK: (SNAPPY) I'm not concerned with men's comfor, major! Set course for the nearest beacon.

WARNE: Sir.

RECORDING PAUSE : REPO. (4 to C)

/RUN T/K 38/

TELECINE 8:

V.SHIP ARRIVES AT ALPHA FOUR:

We see the V-Ship nose alongside and dock,

END OF T/K SEQ. 8:

/S.O.F./

/+ M.6 : Pirates/

/GO PRESSURE/

77. 4 C 35 /6. INT. AIRLOCK. /C1/ /F/X 1 Pressure up/

ES AIRLOCK

HATCH OPENS.

/GO HATCH 1/

HOLD ACTION AS SORBA ENTERS FOLLOWED BY 4 GUARDS AND WARNE.

(AS BEFORE, THE HISS OF AIR PRESSURE BUILDING UP. THE HATCH ENTRANCE SLIDES OPEN AND AN ARMED SPACE CORPS OFFICER ENTERS THE AIRLOCK. THIS IS LIEUT. SORBA. HE IS A NEGRO IN HIS MID-TWENTIES, LITHE AND ATHLECIC IN HIS MOVEMENTS.

/F/X 2/

/GO HATCH 2/

PAN THEM R. HOLD 2-s.: WARNE/SORBA

SORBA IS FOLLOWED BY FOUR SPACE GUARDS, ALL ARMED AND CARRYING IDENTICAL SURVIVAL PACKS, SORBA TURNS THE WHEEL TO OPEN THE HATCH INTO THE BEACON. HE WAVES THE MEN THROUGH.

WARNE CAMES IN FROM THE V-SHIP. HE HANDS SORBA A STEEL BOX)

/F/X 2/

WARNE: Here's your radio, Lieutenant, beamed automatically to main control. The first sign of trouble all you have to do is press this switch. Okay?

SORBA: Oh, I'll press it, don't worry.

/STANDBY T/K 38/

WARNE: Remember your main job here is to give us the earliest possible warning in the event of the pirate ship approaching.

(Telecine next)

771 4 C 35 cont.

SORBA: And after that we can fight, eh?

WARNE: After that I think you'll have to, Joe. (HE SHAKES HANDS) Good luck.

SORBA: And to you.

HOLD WARNE AS SORBA EXITS.

(WARNE TURNS BACK INTO THE V-SHIP)

/RUN T/K 38/

PAN HIM L. TO HATCH & OUT.

WARNE: See you in about six weeks.

SORBA: I hope.

/GO 2 HATCHES/

(HE GRINS AND GOES INTO THE BEACON. AS BOTH SETS OF HATCH DOORS START TOCLOSE)

/F/X 3/
/F/X 3/

/M.7./
/S.O.F./

TELECINE 9:

V.SHIP LEAVING ALPHA FOUR AND BEACON RECEDING:

/T/K OUTPUT ON BRIDGE MONITOR/

The V-ship draws away from the beacon

/3B. 1C. A1. 2D./

78. 1 C 35 /7. INT. V-SHIP FLIGHT DECK. /A1/

2-s.: PENN/ HERMACK

/GO LIFT DOORS/

(WARNE COMES THROUGH THE HATCH ONTO THE BRIDGE)

F/X 7: Lift Noise. F/X 8: Lift Doors /Open.

MAKE 2-s.: WARNE/HERMACK AS PENN LEAVES SHOT AND WARNE COMES IN.

HERMACK: Set a course for Alpha Nine.

PENN: Very good, sir.

HERMACK RISES TO 2-s. : WARNE/ HERMACK.

(WARNE IS LOOKING AT THE MAIN SCANNER. IT SHOWS ALPHA FOUR BEACON IN SPACE. THE BEACON IS RECEDING AS THE V-SHIP MOVES AWAY. HERMACK JOINS HIM)

(3 next)

78. 1 C 35 cont.

79. 3 B 24
2-s.: WARNE/
HERMACK

WARNE: I told Lieutenant Sorba we'd be back in about six weeks, sir./

80. 2 D 8
CU WARNE

HERMACK: Or much earlier if the pirates raid Alpha Four. How was morale among the picquet?/

81. 3 B 8
CU HERMACK

WARNE: Pretty high, sir. I think they're hoping for the chance of a party./

82. 2 D 8
CU WARNE

HERMACK: They understand they're to shoot on sight?/

83. 1 C 24
2-s.: WARNE/
HERMACK.

WARNE: I told them./
No, anyone poking his nose aboard Alpha Four will find plenty of trouble waiting.

RECORDING PAUSE : REPO

/RUN T/K 38/

TELECINE SEQ. 10:

/S.O.F./
/+ M.8./

ALPHA FOUR :

GOING IN TO ONE OF THE SEGMENTS.

END OF T/K SEQ. 10.

/X FADE
F/X 9 :
TARDIS NOISE./

84. 3 C 35 /7A. INT. BEACON COMPUTER BAY.
H/A : LS.
COMPUTER BAY.

(THIS IS A SMALL COMPARTMENT CRAMMED FULL OF COMPUTER EQUIPMENT : THE TARDIS MATERIALISES.)

OVERLAY:
85. 1 X
MODEL : TARDIS

RECORDING BREAK

---

86. 2 G 35 /8. INT. BEACON COMPANIONWAY (1) /B2/
TOP OF LADDER

PULL BACK WITH GUARD WHO CLIMBS DOWN LADDER TO GROUP SHOT : MAKE 2-s.: GUARD/SORBA

(ON A GUARD CLAMBERING DOWN A LADDER. HE JUMPS THE LAST FEW RUNGS AND TURNS TO SORBA.

SORBA IS TALKING TO THE OTHER GUARDS BUT HE BREAKS OFF AS THE FIRST GUARD CALLS TO HIM)

GUARD: Sir!

SORBA: What is it? Why aren't you in the observation dome?

GUARD: There's something in the computer bay, sir!

SORBA: Something? What does that mean?

GUARD: I heard something in there, sir. A noise...

SORBA: (AFTER A DISBELIEVING BEAT) All right, we'd better check it out. On your feet.

DEPRESS AND PAN R. AS THEY GO THRU' DOOR.

(AS THE GUARDS JUMP UP, GRABBING THEIR GUNS:)

/B2. 2H. 3D. A2. 1F./

87. 3 D 35 /9. INT. BEACONS COMPUTER BAY. /B2/A2/
MS TARDIS
MAKE 2-s.: DOC/ZOE. then 3-s.: with JAMIE/DOC/ZOE.

(B2 take over from A2 when poss.)

(THE DOOR OF THE TARDIS OPENS AND DOCTOR WHO, JAMIE AND ZOE EMERGE)

(1 next)

87. 3 D cont.

DOCTOR WHO: Oh, dear!

ZOE: What's wrong?

DOCTOR WHO: I don't think we're quite where I expected... Still, never mind, eh? This looks rather interesting ...

JAMIE: Interesting? A lot of old machinery.

DOCTOR WHO: Yes, Jamie. I've never seen computers like these before.

88. 1 F 24 MCU DR.WHO.

ZOE: It's some sort of control room./

Make 2-s.: JAMIE/DOC.

DOCTOR WHO: But what is it controlling?

89. 2 H 24 SINGLE ZOE.

JAMIE: If you ask me, we should get out of here before somebody catches us!/

Make 3-s.: JAMIE/DOC./ ZOE.

ZOE: Good idea! There's a door over there ...

JAMIE: (STOPPING HER) I mean in the Tardis!

DOCTOR WHO: Don't worry Jamie. It's obvious there's nobody here.

90. 3 D 24 MCU DOC.

JAMIE: How do you know?/

(THE DOCTOR POINTS AT A COUPLE OF BITS OF APPARATUS)

Make 2-s.: DOC/ZOE.

DOCTOR WHO: Well, look.. this machine is designed to operate by itself.

ZOE: But what does it do, doctor?

(2 next)

90. 3 D 24 cont.

DOCTOR WHO: An unmanned spacecraft in a fixed orbit... and too far away from anywhere to be a weather satellite./. Let's see if we can find any clues further on.

91. 2 H 24
3-s.: JAMIE/ZOE/DOC.

/F/X 10: Feet on Iron Ladder/

HOLD THEM THRU' HATCH.

(HE OPENS THE HATCH DOOR THAT ZOE HAS INDICATED AND CLAMBERS THROUGH. ZOE FOLLOWS. THERE IS A CLATTER OF FEET ON STEEL STEPS. JAMIE TURNS, STARTLED)

JAMIE: Hey, what's that?

92. 3 D 24
MANHOLE OPENS.

SORBA COMES THRU' FOLLOWED BY GUARDS.

(THE DOCTOR AND ZOE LOOK BACK./A CIRCULAR MANHOLE IN THE FLOOR OF THE COMPUTER BAY IS FLUNG BACK WITH A CRASH. SORBA COMES CLIMBING UP INTO THE ROOM, HE SEES JAMIE WHILE HE IS STILL ONLY HEAD AND SHOULDERS THROUGH THE MANHOLE.)

93. 2 H 35
GROUP SHOT AS SORBA FIRES.

SORBA: Stop! /

ZOE: Come on, Jamie!

/F/X 11: Bullet/

/GO BULLET F/X/

(JAMIE NEEDS ON URGIN. HE FLINGS HIMSELF THROUGH THE HATCH DOOR AS SORBA POINTS HIS BLASTER GUN. HIS FIRST SHOT RICCOCHETS OFF THE EDGE OF THE HATCH)

/IF. A2/

94. 1 F 35 /10. INT. BEACON CORRIDOR.
3-s.: JAMIE/ZOE/DOC.

PAN THEM R. TO HATCH.

(JAMIE SLAMS THE HATCH SHUT BEHIND HIM. WE HEAR FURTHER SHOTS BLAST INTO THE OTHER SIDE OF THE WALL.)

/F/X 11/ /F/X LL/ /F/X 11/

(2 next)

94. 1 F 35 cont.

JAMIE: (BITTER) Nobody here, eh?

ZOE: Now what are we going to do? The Tardis is in there!

/STANDBY T/K 38/

DOCTOR WHO: There's only one thing we can do - run!

(HE SUITS HIS ACTIONS TO HIS WORDS. THE OTHERS FOLLOW HARD ON HIS HEELS)

JAMIE: Next time perhaps you'll listen to me!

ZOE: It there is a next time...

95. 2 H 24 /11. INT. COMPUTER BAY. /B2/

GROUP SHOT SORBA F/G.

MAKE BCU : SORBA AS HE TURNS INTO CAM.

(SORBA IS WITH HIS MEN. HE TURNS FROM EXAMINING THE TARDIS)

/RUN T/K 38/

SORBA: All right, there's only three of them and they can't get away. Hunt them down and don't forget - shoot to kill!

(HE LEADS OUT THROUGH THE HATCH)

/M.9./

TELECINE 11:

/S.O.F./

BETA DART ARRIVES AT ALPHA FOUR:

We see the pirate ship nosing up to the space beacon.

END OF T/K SEQ. 11.

/GO PRESSURE/

96. 4 C 35 /12. INT. BEACON AIRLOCK. /C1/

MS GUAGE. /F/X 1/

PAN L. TO HATCH.

/GO HATCH 1/ /F/X 2/

96. 4 C 35 cont.

HATCH OPENS :

MAKE 2-s.: DERVISH/ CAVEN.

(ONCE MORE WE GO THROUGH THE ROUTINE OF BUILDING AIR PRESSURE AND OPENING THE SEALED HATCHES. CAVEN AND DERVISH ENTER THE AIRLOCK)

CAVEN: Alpha Four - another present from the home planet's taxpayers...

DERVISH: The same procedure as last time?

HOLD 2-s.: AS CAVEN STEPS FWD.

CAVEN: Yes, Dervish. But now you've had a little practice - get those scissor-charges laid a bit quicker, eh?

(THERE IS A MUFFLED THUMP OF GUNFIRE INSIDE THE BEACON. DERVISH STARTS) /F/X 11/ /F/X 11/

DERVISH: What's that? (FURTHER GUNFIRE) Caven, those are blaster guns!

HOLD CAVEN AS DERVISH EXITS.

CAVEN: Get the crew in here! At the double -

(DERVISH RUSHES BACK INTO THE PIRATE SHIP AS WE:)

/STANDBY T/K 38/

/B3. 3E.F./

97. 3 F 24 A 3B. , BEACON CORRIDOR /B3/

3-s.: JAMIE/ZOE/ DOC.

PUSH IN TO POS. F.

(ZOE, THE DOCTOR AND JAMIE CLAMBER INTO THE CORRIDOR THROUGH ANOTHER HATCH. THE DOCTOR THROWS A LOCKING BAR ACROSS THE HATCH)

(Telecine next)

97. 3 E 24 cont.

JAMIE: Are you all right, Zoe?

PAN R. TO EXCLUDE HATCH.

ZOE: Yes.. I think so.

DOCTOR: That'll hold them for a while.

/RUN T/K 38/

ZOE: Why are they trying to kill us? We haven't done anything!

DOCTOR WHO: I don't know but we can't stop to find out -

JAMIE: Look!

TELECINE SEQ. 12: BURNER CUTTING THRU' HATCH.

(HE POINTS. A BURNER IS CUTTING THROUGH THE HATCH BEHIND THEM)

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98. 3 F 24 3-s.: JAMIE/ ZOE/DOC.

DOCTOR WHO: Come on! We must find somewhere to hide!

PAN THEM R. DOWN PASSAGE.

(THEY DASH OFF DOWN THE CORRIDOR)

/3E. A3. 1H./

99. 1 H 35 3-s.: As they come thru' : DOC/ZOE/ JAMIE.

14. INT. BEACON COMANIONWAY

THE TRAVELLERS ENTER THROUGH THE USUAL SUBMARINE-STYLE HATCH. JAMIE LOOKS ROUND WHILE THE DOCTOR IS SECURING THE HATCH BEHIND THEM)

PAN JAMIE R. TO UPPER LEVEL.

JAMIE: Doctor .. there's no way out of here!

DOCTOR What?

100. 3 E 24 3-s.: DOC./ JAMIE/ZOE.

JAMIE: Look.

(PAN ROUND THE SOLID WALLS OF THE CELL-LIKE ROOM)

(1 next)

100. 3 E 24 cont.

ZOE: Doctor. What can we do?

(SHE TURNS TO THE HATCH. THE DOCTOR STOPS HER)

101. 1 H 8
CU DOC.

DOCTOR WHO: I don't know, Zoe. If we go back into that passage we'll walk straight into them.

102. 3 E 8
CU ZOE.

We're trapped!

103. 1 H 8.
CU DOC.

RECORDING BREAK

/2J. B3. 3G./

104. 2 J 35 /15. INT. BEACON CORRIDOR. /B3/
GROUP SHOT
AT DOOR.

(A SECTION OF THE HATCH HAS BEEN ALMOST BURNED OUT. A COUPLE OF HEFTY KICKS FINISH THE JOB. A PANEL OF METAL DROPS INTO THE CORRIDOR AND IS FOLLOWED BY SORBA AND HIS GUARDS)

105. 3 G 35
L/A GROUP
SHOT :
HOLD ACTION
AS GROUP
ARE SHOT.

SORBA FALLS
IN F/G.

SORBA: This way...

(HE LEADS OFF. SUDDENLY THERE IS A BURST OF GUN-FIRE BEHIND HIM. SORBA SPINS ROUND TO SEE HIS GUARDS FALLING. BEYOND THEM THE CORRIDOR IS FULL OF CAVEN'S MOTLEY (i.e. UNIFORMED) GANG OF CUTHROATS. SORBA BRINGS HIS GUN UP BUT IS BLASTED BEFORE HE CAN PULL THE TRIGGER. HE SPINS BACK AGAINST THE BULKHEAD AND THEN FALLS TO THE GROUND. HIS RADIO-TRANSMITTER BOUNCES AWAY FROM HIM. SORBA STRETCHES OUT A BLOODY HAND ... WITH AN EFFORT HE REACHES THE SET AND PRESSES THE SWITCH BEFORE SLUMPING UN-CONSCIOUS) /F/X 11/

106. 2 J 24
H/A :
SORBA :
PUSH IN TO
CU BOX AS HE
SWITCHES
IT ON.

/1C. A1. 4D. (under 2's cable) C2/

107. 4 D 35 /16. INT. V.SHIP FLIGHT DECK.
3-s.: HERMACK/
WARNE/PENN.
(1 next)

107. 4 D 35 cont.

(MUCH AS BEFORE. HERMACK AND WARNE ON THE BRIDGE AND THE TECHNICIANS GOING QUIETLY ABOUT THEIR ROUTINE TASKS)

108. 1 C 24
2-s.: HERMACK/ WARNE.

PENN: Thirty minutes from Beacon Alpha Three, sir!

HERMACK: Right. Warn the picquet to stand by on C-deck, Ian.

(WARNE IS ABOUT TO LEAVE THE BRIDGE WHEN A HIGH-PITCHED RADIO SIGNAL SUDDENLY FREEZES EVERYONE) /F/X 12/

109. 4 D 35
3-s.: HERMACK/ WARNE/PENN.

That's it!

PENN: Emergency from Beacon Alpha Four, sir.

110. 1 C 16
C.2-s.: HERMACK/ WARNE.

WARNE: Sorba's being attacked!

HERMACK: Set course for Alpha Four! Try to get a visual on the scanner, Ian.

111. 4 D 24
2-s.: PENN/ MAN.

HOLD MAN TO PEN : CRAB R. TO CU PENN.

(A MOMENT OF SPEEDY AND EFFICIENT WORK BY THE TECHNICIANS ON THE LOWER TIER. THEN PENN HAS THE NEW BEARING IN FRONT OF HIM)

112. 1 C 16
CU HERMACK.

PENN: On course, sir!

(HERMACK NODS AND PUNCHES THE SPEAKER BUTTON)

HERMACK: Bridge to Power Room. I want main boost for as long as you can hold it without vapourising the motors!

113. 3 G 35
L/A 3-s.: DERVISH/ CAVEN/SORBA.

(2 next)

113. 3 G 35 cont.

/2J. B3. 3G./

17. INT. BEACON CORRIDOR

(CAVEN NUDGES THE PROSTRATE SORBA WITH HIS TOE. SORBA GROANS)

CAVEN: This one's still alive.

DERVISH: So the Space Corps are too busy to bother about us, are they? /

114. 2 J 24
2-s.:
DERVISH/
CAVEN.

CAVEN: Shut up, I'm thinking!

DERVISH: It's too late for thinking. We've got to get out of here!

CAVEN: Four Space Guards and an officer. What were they doing here?

DERVISH: There must be a cruiser in the area.

CAVEN: Not a big enough party to defend the beacon. But they must have been put aboard here for a reason... /

115. 3 G 35
3-s.:
DERVISH/CAVEN/
SORBA.

(HE PICKS UP THE BOX LYING BESIDE SORBA'S OUTSTRETCHED HAND)

What's this?

(DERVISH EXAMINES THE BOX)

DERVISH: It looks like a fixed beam transmitter..(REALISING) That's what they've done, Caven! That ship'll be on its way back here now! /

116. 2 J 24
2-s.:
DERVISH/
CAVEN.

(CAVEN TAKES THE RADIO BOX BACK)

PUSH IN TO
C.2-s.:
AS THEY RISE.

(1 next)

116. 2 J 24 cont.

CAVEN: Then you'd better get moving!

DERVISH: You don't still want the beacon cutting up?

PULL BACK AS DERVISH EXITS & HOLD CAVEN AS HE PLACES BOX ON FLOOR.

(CAVEN NODS AND PUTS THE RADIO ON THE FLOOR. HE POINTS HIS PISTOL AT IT)

CAVEN: That's what we came here to do.

DERVISH: But -

PUSH IN TO CU GUN.

CAVEN: Don't waste time! Get on with it!

/RECORDING PAUSE : CAM. 2 SWING L. /SET BOX/(HE PRESSES THE TRIGGER AND BLOWS THE RADIO TO BITS)/ /F/X 11/

117. 2 J

/GO SP. F/X./

CU BOX ON FLOOR. IT EXPLODES.

/C3. 1J. 4E./

118. 1 J 24 /18. INT. V-SHIP FLIGHT DECK. /F/X 12/

C.2-s.: HERMACK/ WARNE.

(THE EMERGENCY RADIO-WARBLE CONTINUES FOR ABOUT TWO SECONDS AND THEN STOPS ABRUPTLY. THE SILENCE IS DEAFENING. WARNE AND HERMACK EXCHANGE GLANCES BUT NOTHING IS SAID FOR A MOMENT)

WARNE: Could be their radio's packed up, sir.

119. 4 E 8 HERMACK: Yes./.Give me a projected arrival time, Penn./

CU HERMACK

120. 1 J 24

2-s.: HERMACK/ WARNE. PAN R. WITH WARNE TO SINGLE.

(A BEAT)

PENN: Two hours and twenty minutes, sir./

121. 4 E 8

CU HERMACK.

HERMACK: (LOW) I should have left a stronger picquet./

122. 1 J 8

CU WARNE

(4 next)

HES

122. 1 J 8 cont.30 -

WARNE: We haven't the manpower... Sorba and his men knew they could only hope to delay things, sir.

123. 4 E 8
BCU HERMACK.

(HERMACK SCREWS HIS FISTS INTO CLUBS)

HERMACK: I'm going to get that gang of murdering thieves if I spend the next ten years out here!...

/2J. B3. 3G./

124. 3 G 35 19. INT. BEACON CORRIDOR. /B3/
2-s.: CAVEN/
SORBA

HOLD SHOT AS SORBA SITS UP.

(SORBA STIRS, GROANS, TRIES TO SIT UP...HE SEES CAVEN STARING DOWN AT HIM SARDONICALLY. (DERVISH AND THE OTHER PIRATES HAVE GONE ABOUT THEIR BUSINESS NOW.) SORBA LOOKS ALONG THE CORRIDOR AT THE LIFELESS BODIES OF HIS MEN. CAVEN SMILES)

CAVEN: Yes, Lieutenant. You're the last of the toy soldiers.

SORBA: Shot in the back!

CAVEN: Aw.. you mean we're disqualified? You don't want to play any more?

125. 2 J 24
H/A 2-s.:
CAVEN/SORBA.

SORBA: You can laugh now. But you won't get away with this.

126. 3 G 16
MCU CAVEN

CAVEN: What's going to stop me, Lieutenant? (HE LAUGHS)

127. 2 J 24
H/A 2-s.:
CAVEN/SORBA.

(A BEAT)

SORBA: How did you get those decoys aboard?

CAVEN: Decoys?

(3 next)

SORBA: Those three who led us into your ambush?

128. 3 G 16
MCU CAVEN.

CAVEN: Concussion, Lieutenant - or stalling for time? Which?

129. 2 J 24
H/A 2-s.:
CAVEN/SORBA.

SORBA: You know what I'm talking about. Theyran through into the aft companionway.

/STANDBY T/K 38/

CAVEN: None of my men down here. They must be yours.

SORBA: Sure. We were having a private training session with loaded thermite guns!

130. 3 G 8
CU CAVEN.

CAVEN: (THOUGHTFUL) We heard firing down in the airlock.. You mean there really is someone else aboard?

131. 2 J 16
MCU SORBA

SORBA: I thought you'd planted them here.

132. 3 G 35
2-s.: CAVEN/
SORBA.

CAVEN: (SHAKES HIS HEAD) Whoever they are, I've no time to bother with them.

MAKE 3-s.
as DERVISH
comes in.

(HE PULLS OUT HIS GUN. DERVISH COMES DOWN THE CORRIDOR)

DERVISH: All the charges are laid. We're fixing the rockets now.

/RUN T/K 38/

HOLD SHOT
AS CAVEN
STEPS PAST
SORBA AND
POINTS GUN
INTO LENS.

CAVEN: Good. (HE GESTURES TO SORBA) If he can walk, get him out of here. If not, leave him.

(HE FIRES A BURST FROM HIS GUN AT THE LOCK OF THE DOOR LEADING TO THE COMPANIONWAY) /F/X 11/

DERVISH: What are you doing?

TELECINE SEQ. 12A:
LOCK WELDING.

(CAVEN FIRES AGAIN. THE LOCK SMOKES AND WELDS ITSELF INTO A SOLID MASS) /F/X 11/

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133. 2 J 16 /INT. BEACON CORRIDOR (CONT).
MCU CAVEN.

(Pause next)

133. 2 J 16 cont.

CAVEN: Just sealing a coffin, Dervish.

(HE GRINS AS WE:)

RECORDING PAUSE : REPO. /STANDBY T/K 38/

---

134. 3 H 35 /20. INT. COMPANIONWAY. /A3/
3-s.: DOC/
ZOE/JAMIE.

(THE DOCTOR, ZOE AND JAMIE ARE STARING AT THE DOOR)

ZOE: Are they trying to burn through it?

DOCTOR WHO: Sssh! Listen!..(PAUSE) They're going away.

ZOE: I don't understand - why didn't they come in here after us?

JAMIE: Aye, they must have known we were trapped! I thought they wanted to finish us off?

DOCTOR WHO: Well, they didn't seem very friendly. (HE TOUCHES THE DOOR AND JERKS HIS HAND AWAY QUICKLY) Oooh!

HOLD 3-s.
AS DOC COMES
TO JAMIE.

JAMIE: What's wrong?

DOCTOR WHO: It's hot, Jamie. You try it.

PULL BACK
& DEPRESS
TO L/A :
3-s.:
ZOE/JAMIE/
DOC.

JAMIE: No thanks.

ZOE: I said they were trying to burn through it!

JAMIE: Why didn't they? [illegible]

/RUN T/K 38/

(THERE IS A METALLIC CLANG FOLLOWED BY A SLOW DRAGGING NOISE)

F/X 13.
Clang.
F/X 14.
Dragging.

(Telecine next)

134. 3 H cont.

ZOE: What's that?

DOCTOR WHO: Something's moving out there.

ZOE: It sounds as though somebody's on the hull!

TELECINE 13: /S.O.F./

The SPACESUITED ENGINEERS attaching a rocket propulsion unit to the hull of the beacon.

END OF T/K SEQ. 13:

/2K. A3. 3H./

135. 3 H 35 21. INT. COMPANIONWAY /A3/

L/A 3-s.: ZOE/JAMIE/ DOC.

(AS BEFORE)

JAMIE: What do you think they're doing, Doctor?

ELEVATE AS DOC. GETS UP.

DOCTOR WHO: (SHRUGS) Cleaning the windows?

JAMIE: (IRONIC) Haw, haw!

ZOE: Why don't we sneak back to the Tardis and get out of here?

JAMIE: Aye, while we've got the chance!

PAN WITH THEM AS THEY X TO HATCH.

DOCTOR WHO: A sensible suggestion, Zoe. Are you sure there's nobody out there now?

ZOE: I've not heard anybody for ages. Come on.

136. 2 X 24

MCU ZOE

Make 2-s. JAMIE/ZOE as he steps to her.

(SHE GRABS THE LOCKING WHEEL TO OPEN THE HATCH. IT WON'T MOVE)

DOCTOR: Mind your fingers.

ZOE: It's all right, it's not hot.

(3 next)

136. 2 K 24 cont.

JAMIE: Let me do it. (TAKES OVER) You want to eat more porridge, Zoe.

137. 3 H 24
3-s.: JAMIE/ DOC/ZOE.

(HE THROWS HIS WEIGHT ON THE WHEEL. GRUNTS, THE DOCTOR JOINS HIM. IT IS IMMOVABLE)

138. 2 K 16
C.2-s.: JAMIE/DOC.

DOCTOR WHO: It's no use, Jamie!.. You know what they've done? They've welded the lock.

139. 3 H 8
CU DOC.

ZOE: But why?

DOCTOR: To keep us in here, obviously. We're prisoners.

RECORDING BREAK /RUN T/K 38/ /4 to A/2 to D/

TELECINE 14: BETA DART LEAVES ALPHA FOUR. /S.O.F./

The PIRATE SHIP detaches itself from the beacon and moves off.

END OF T/K SEQ. 14.

CAM. 4 OUTPUT AND VIDICON MIXED ON TO EIDAPHORE. ANIMATION 1 ON CAM. 4.

/GO ANIMATION 1/

140. 4 A
ANIMATION

/1D. 2D. C3. 4A. on Animation 1/

2. INT. V-SHIP FLIGHT DECK. /C3/

141. 1 D 24
2-s.: PENN/ EIDAPHORE

(ON PENN'S SCREEN TWO GLOWING DOTS SEPARATE...)

/T/K KEEP RUNNING 12" LEADER

PENN: They're leaving Beacon Alpha Four, sir!

142. 2 D 24
2-s.: HERMACK/WARNE.

(WARNE AND HERMACK CROSS TO STARE DOWN AT THE SCREEN)

WARNE: It's exactly what they did before!

143. 1 D 16
MCU PENN

HERMACK: What's our arrival time?

144. 2 D 16
MCU HERMACK.

PENN: Still ninety minutes, sir.

HERMACK: We're going to be too late again!

PAN R. TO WARNE.

/F/X 5/

(THE U.H.F. DEMOLITION SIGNAL IS HEARD SUDDENLY)

(Telecine next)

144. 2 D 16 cont. WARNE: The beacon will blow any second now!

PAN L. TO HERMACK.

TELECINE 15: /S.O.F./

Ext. Beacon in Space.

We see the charges detonated - still hearing the demolition signal - and the beacon starts to split up. /4 to Roller Caption/

END OF T/K SEQ. 15.

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145. 3 J /23. INT. COMPANIONWAY.

H/A 3-s.: DOC/JAMIE/ ZOE.

/GO TILT/

(THE TRAVELLERS ARE STILL GROUPED ROUND THE DOOR AS THE FIRST SHOCK WAVE TIPS THE COMPANIONWAY AND SENDS THEM SPRAWLING. ZOE SCREAMS AND THE PICTURE IS LOST AS SMOKE POURS INTO THE COMPANIONWAY, BLOTTING OUT EVERYTHING)

S/I:

146. 4 A /M.10 : /CLOSING MUSIC./

ROLLER CAPTION:

Dr. Who
PATRICK TROUGHTON

Caven
DUDLEY FOSTER

General Hermack
JACK MAY

Jamie
FRAZER HINES

FADE CAM. 3.

Dervish
BRIAN PECK

Major Ian Warne
DONALD GEE

Zoe
WENDY PADBURY

Technician Penn
GEORGE LAYTON

Lt. Sorba
NIK ZARAN

Space Guard
ANTHONY DONOVAN

Music Composed by
DUDLEY SIMPSON

146. 4 A cont.

Title Music by
RON GRAINER and the
BBC Radiophonic Workshop.

Special Effects Designer
JOHN WOOD

Costumes by
NICHOLAS BULLEN

Studio Lighting by
PETER WINN
Sound by
DAVID HUGHES

Script Editor
DERRICK SHERWIN

Designer
IAN WATSON

S/I SCANNER :
SLIDE B2:

Producer
PETER BRYANT

S/I SCANNER
SLIDE A3:

Directed by
MICHAEL HART

BBC tv.

FADE SOUND AND VISION